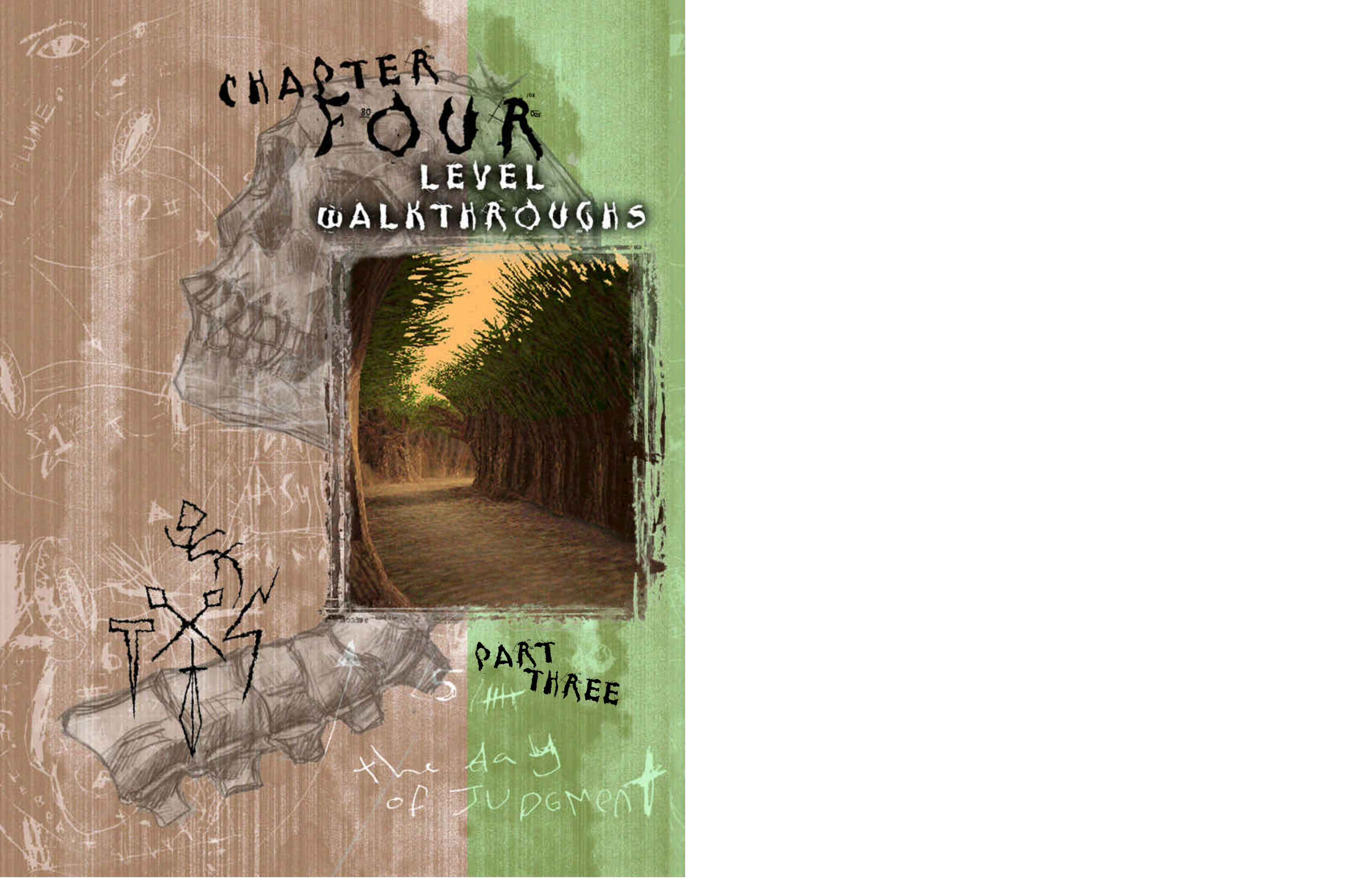


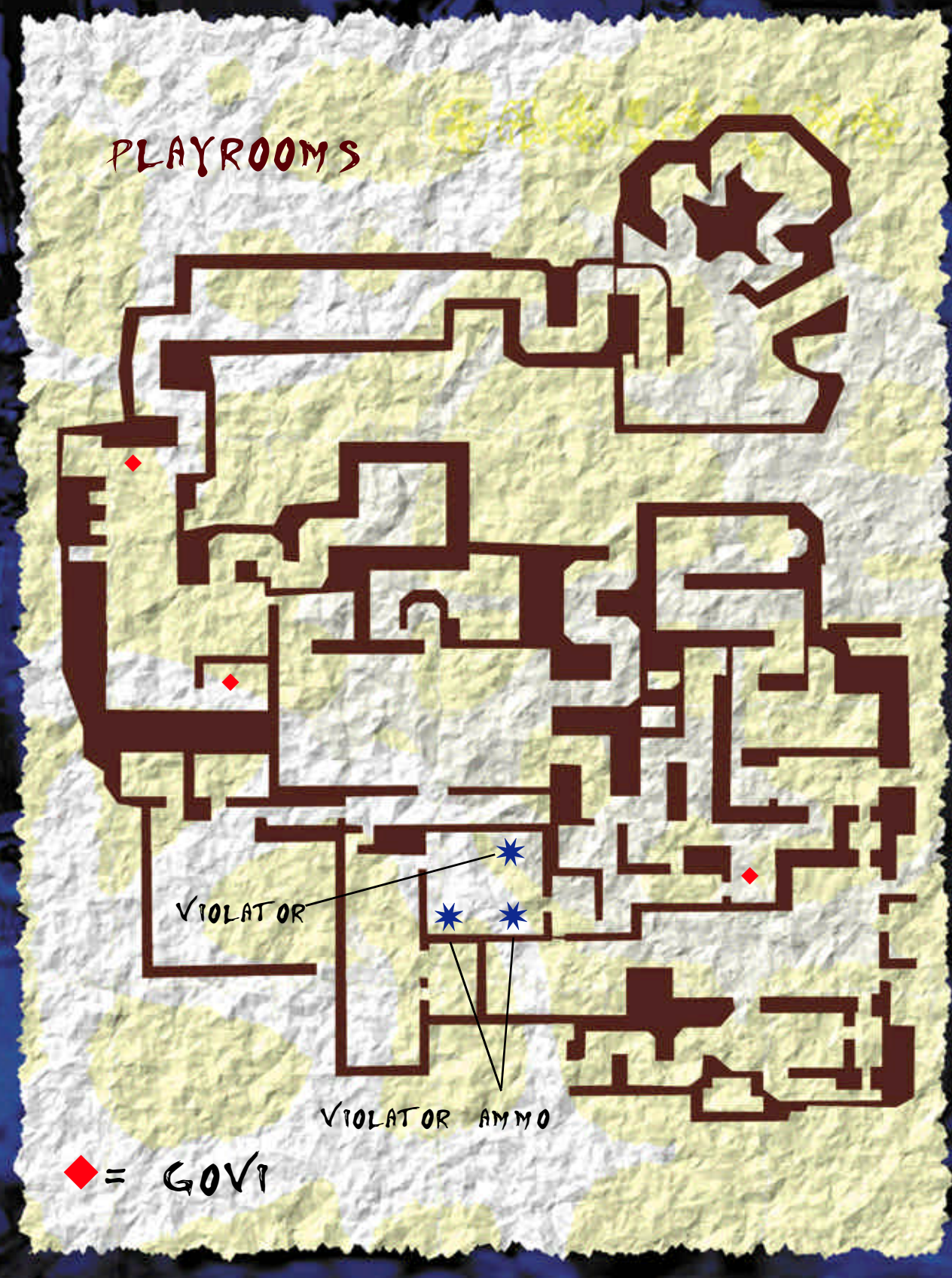
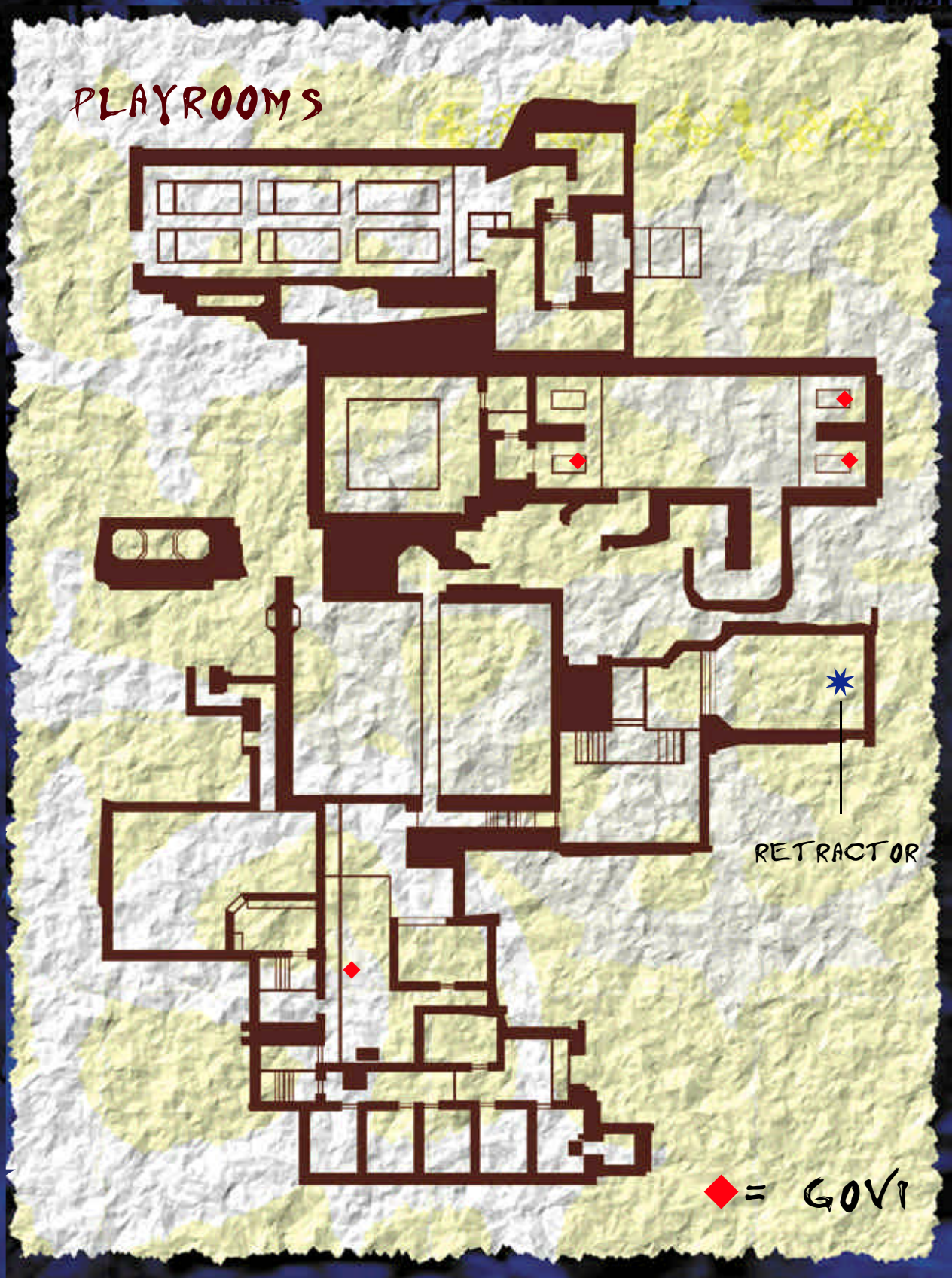
CHAPTER
FOUR
LEVEL
WALKTHROUGHS



PART
THREE

the day
of JUDGMENT





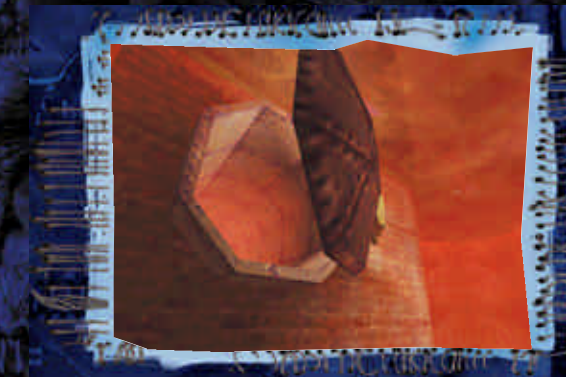


When you reach the second part of the Prophecy Chamber, you'll emerge in an enclosed cavern — these are the Playrooms. Under the water you'll see a huge door of nautical nature, with an equally large crank to turn. Unfortunately, you cannot open this door from here. Right now your objective will be to swim through the crevice in the wall underneath the water. Swim to the other side, climb out and make your way to the next large area. You'll now find yourself on a higher ledge, in the area where you first came in. Now you can jump across to the highest point in the room. Retire the goons that wait for you and

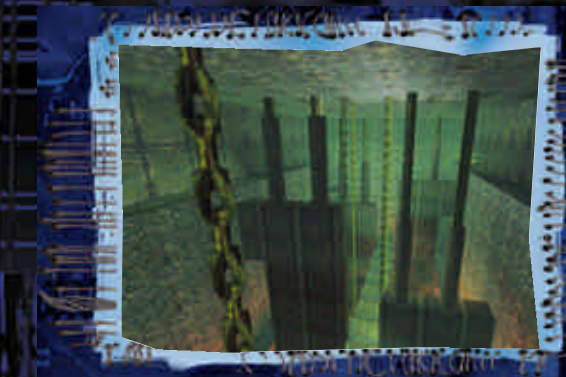


look around for the lock-box. Use the Engineer's Key and switch it on. Voila! That large port-hole you couldn't open before is now open. But more on that later.

For the time being continue forward through the door by the lock-box. To the right is a locked door. To the left is an open door, through which lies a sniper and not much else. There is, however, a window that overlooks a courtyard with four square pools. Head back to the underwater port-hole and



swim through. On the other side you'll pop up where those "pools" were. Retire the snipers and run all the way to the far end. Aside from the various barrels that lie around, run back past the fence and activate the lock-box with your Engineer's Key. Watch as the wooden dam-gates lift out of the water. Continue forward and throw the lever,



which will unlock the door to the left and lead you back to the original room. But instead, go back to the room with the four pools. Another underground tunnel has opened up. Swim through, being careful not to hit the blades (spinning blades are bad!) as you swim through the large "fans".



You'll pass a glass window on the other side of which stalk a large number of Dogmen. Yuck! Continue on, passing through a glass tube, where you can see a bunch of those new-school snipers. Keep swimming until you emerge from another pool, being mindful of the snipers that lurk about. Once out of the pool, head into the room that sits immediately beside it. Head inside and gather the various items, dispatching those tedious butchers (won't they ever learn?). Now head back down the stairs. Brace



yourself, because this is where things get really complex. As if you hadn't already figured it out by now, Shadow Man's world is one long series of tunnels, paths, passages and conduits that lead to even more hallways, alcoves, crevices and alternate routes. In this "level," you will encounter a myriad assortment of lefts, rights, ups and downs, with a few diagonals thrown in for good measure. Try not to lose your mind. And remember that while this is an attempt to streamline things for you, you are still free to do things in whatever order you choose.



That said, once you've gathered the goods from the "office" by the pool, move just beyond the area, and take the stairs down to the right. Eerie playground-esque music wafts in, giving you an appropriately creepy soundtrack to keep you company. Follow the stairs until you find a door. Once inside, you'll most likely meet another sniper. Kick his butt for him and you will have reached the Playrooms, where you'll notice a glass tunnel underneath the water. We'll refer to this as the "glass tunnel" often since this is one of the most confusing levels in the game (confusing since there are so many places to go). Try to keep up, okay?



Head through the door at the end of the tunnel. To the left is a dead-end, and to the right is a Surgeon. Show him the true meaning of "tough love" and you'll come upon two doors. One at the very end of the hall, and one to the left side. Take the one on the left side first and make your way through the twisty hallway until you emerge in an enormous room. Do unto the snipers as they would do unto you. Here you'll see two doors, one which is locked, one which is not. Through the window of the locked room you'll see a pile of snipers and a huge sleeping True-Form. Enough sightseeing! Enter the one which is not and grab any items you might need. Head back to the hallway and go through the door at the end. Run through the pud-



dle and the door at the other end. You'll come into a room with a large cage on your left, two doors and a switch on the right. Throw the switch for laughs and go into the room on the right. A Brutal waits inside, as does a Cadeaux you can't get to yet. Now go to the next room, dispatching the sniper and collecting anything you need. Go back to the glass tunnel and up to the pool where you first arrived.

At the point where you went down the stairs is another route to the left. Walk around to the machine-room and go through the door inside. You'll come out on to a large bridge suspended by chains. Resist the temptation to dive off the side (there will be time for that later) and cross the bridge instead.



On the other side of the door will be another classic left/right scenario. Be a rebel and take the left door, tough guy. Watch out, because snipers will be waiting for you, along with a pack of those nasty leather-bound Dogmen. Fortunately these doggies' barks are worse than their bites, so they'll probably go down with one or two shots.

Boogie up the ramp and barge (uninvited) through the door at the top. Notice the door has a particularly evil-looking star on it. Once you're done admiring the interior

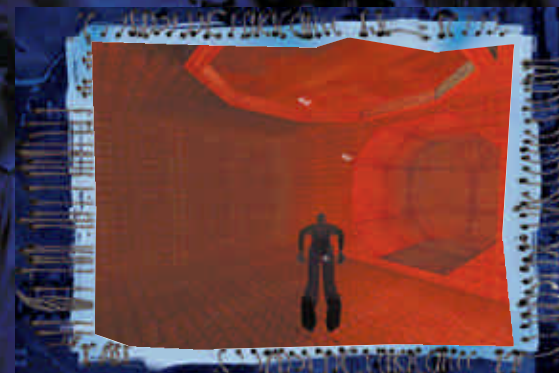


design, head up the next ramp, passing through yet another door. You'll emerge into a slightly familiar room. After you frag the snipers who guard the area, you'll want to head up the long flight of stairs and claim your second Retractor. Now go back to the hallway where you originally went left and go to the door on the right.



In this room you'll see a long cable stretched across the room to another platform. Sadly, any attempts at crossing will result in a short trip since there is a hook in the middle that you cannot pass. The snipers who hang out in these parts will most likely shoot you off the thing as well. So, realizing your options are limited, jump down and do an about-face, running down the hallway that will ultimately connect you to the glass tunnel. When you've gotten yourself back there, go to the bridge that provided such a

tempting leap before. Once there, for the sake of variety, jump to the left. Under the water you'll find some barrels and a large dome-like structure. Shoot the dome and swim down the shaft. Avoid getting filleted as you pass

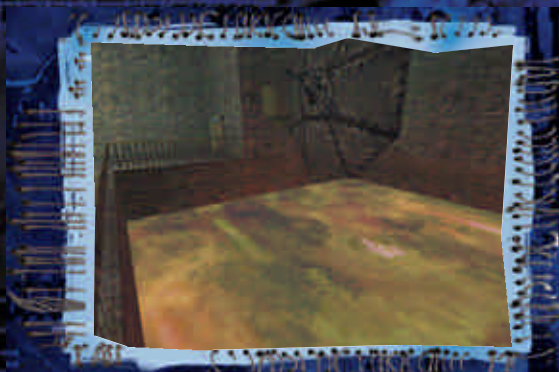


through the spinning blades. You'll eventually come to another left/right scenario. For the sake of consistency, take the left path. You'll swim into a room where you can either surface or continue swimming to another hole in the wall (underwater) on the far side of the room. Surface for now. To the left is a room with a lock-box. Switch it (as always) and should you go to the next room you'll find a huge "sewer-pipe" which leads to nothing.



Go back into the drink and swim towards the tunnel on the far side. As you near the tunnel you'll notice another tunnel right above you. Doing things in order, take the ceiling tunnel into the room above. Shoot the sniper and follow the hallway to the next big room. Here you'll find another cavernous space clearly designed by Dante's architects. You will find doors,

ramps, hallways and hiding spots galore here, so make sure to thoroughly explore this area. Throw the switch and enter the three previously locked rooms, looking for items all the while. Next, run to the far side of the room and switch the lock-box on the other end. It'll open the huge metal door set in the wall. Now run up the ramp to the three doors. There is only one door to worry about. Head through and you'll emerge in another hallway with two doors to search, one at a time. The first door leads to a pool with an underwater tunnel in it. There is a locked door at the end of the tunnel so go the door at the end of the hallway instead. Switch the lock-box and you'll see the water in the other room rise.



Now swim through the tunnel in the floor, which will now be unlocked. Swim through and you'll come out in the room where you opened the big metal door, which can now be entered since the water level has risen. You'll drop down another shaft and land in a sewer tunnel. Swim through until you can't go any farther. Pop up and climb out. Dispatch the Deadsiders and go into the room on the left. Down the hallway are another series of doors and ramps. One door will lead you into the room with the giant sleeping True-Form. Here you will also find a display case that you can fit Accumulator pieces into. Use however many pieces you have and fit them into the cases one by one. You will most likely have only



lay, you'll see a Dark-Soul writhing in purple glory. This should take you to Shadow Level 6! Grab it and use the switch to unlock the doors leading to this room. Walk up the wooden ramp and head down yet another, gloomy hallway until you find the switch. Flip the switch and ransack the two rooms, although there's not much there besides some pathetic dogs. Continue down the adjacent hallway until you come to the final room, with two snipers and a Govi.

one by now. There are two cases that have special ammo in them. Might as well take one for the time being. The sleeping giant won't be much of a giant after you blow him into little



chunks with a single shot, but don't ignore the snipers, since they are very much alive. Where the giant previously

Besides this Govi, there are a total of six others to obtain on this level at this point. Three will be in different areas of the Playrooms, while another three hide in the area above the Bloodfalls.

IN THIS SECTION, YOU SHOULD HAVE:
-Collected 1 Dark-Soul, went up to Shadow Level 6 (35 Dark-Souls)
-Collected 4 Dark-Souls
-Explored Bloodfalls, Collected 3 Dark-Souls above them
-Collected second Retractor
Shadow Level 6,
Total Dark Souls = 42,
Poigne, Gad Toucher

FIRST ENCOUNTERED - SHADOW LEVEL 6 - MINIMUM 42 DARK-SOULS

By now your Shadow-Power should be up to Level 6. You'll want to enter the Temple of Fire via the Paths of Shadow



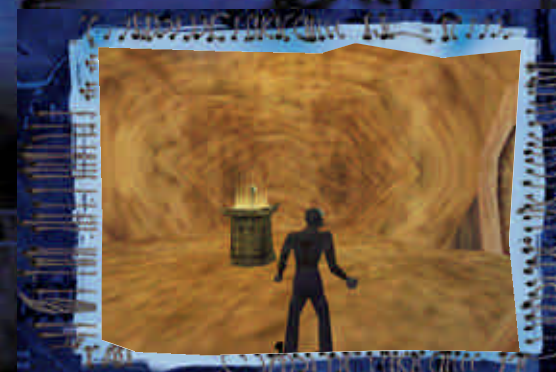
route and find the Level 5 Coffin Gate there. Enter the Gate and inside you'll find the Flambeau, and with it, the power to open up all those Flambeau doors in the game (the "doors" with the red markings on them).

doors are many Cadeaux, so make sure you burn open every one you come across.

Next, enter the Paths of Shadow and head deeper inside until you locate the Level 6 Coffin Gate. Open it and follow the Paths to the next area.



IN THIS SECTION, YOU SHOULD HAVE:
Entered via Paths of Shadow,
Opened Level 5 Coffin Gate,
Obtained the Flambeau
Returned to the Paths of Shadow,
Opened and entered Level 6 Coffin Gate
Shadow Level 6, Total Dark Souls = 42, Poigne, Gad Toucher



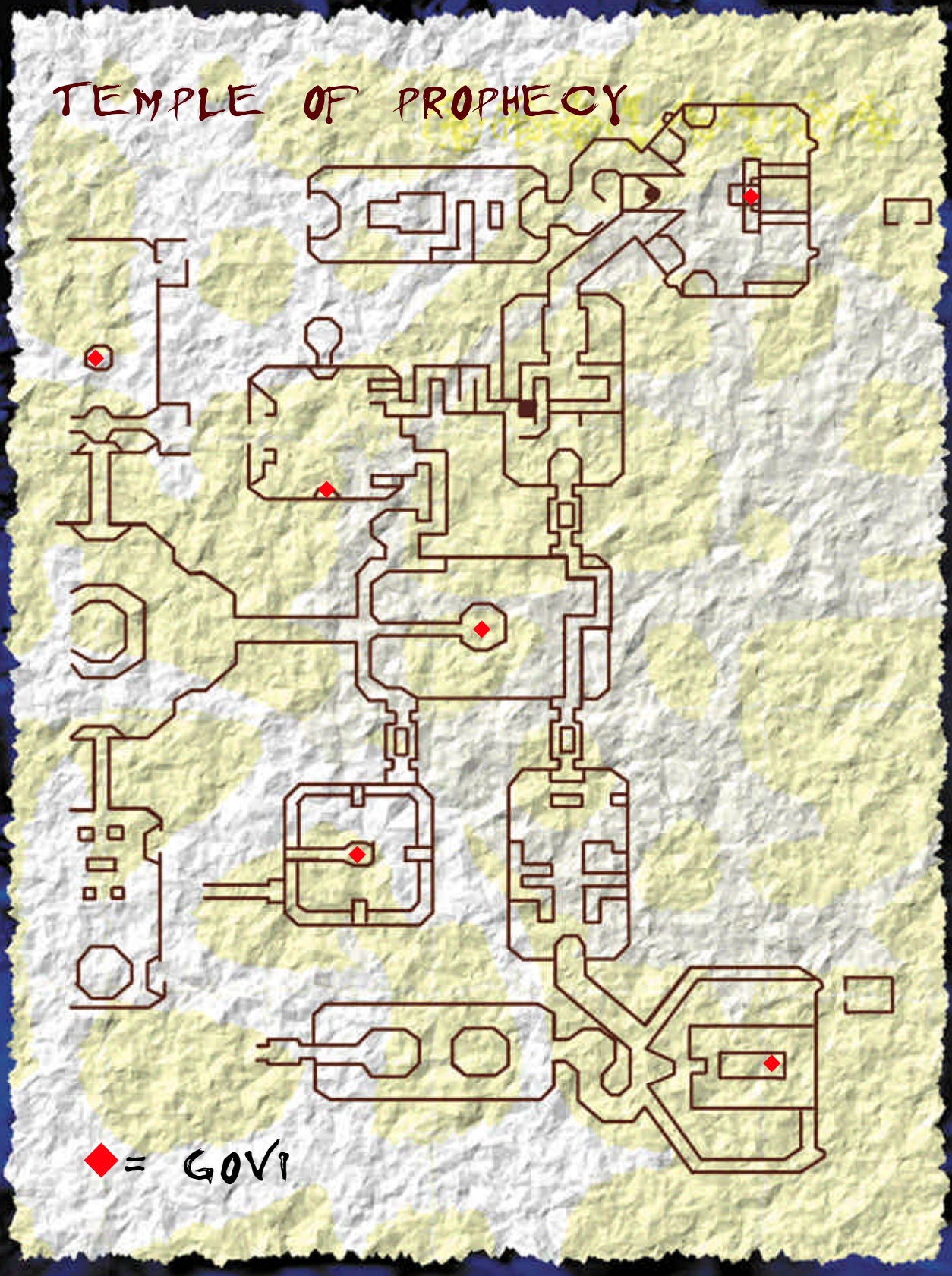
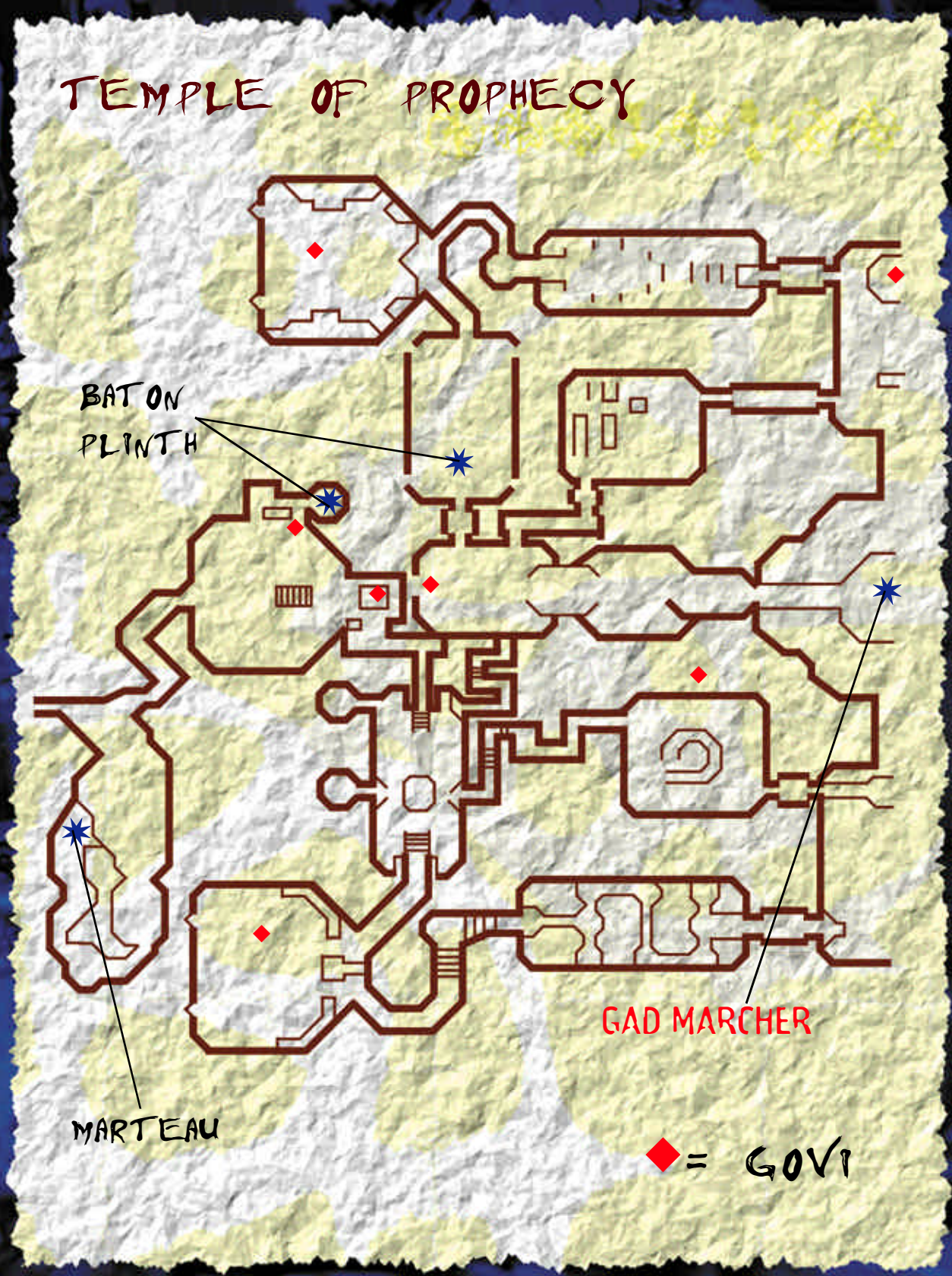
The Flambeau also doubles as a torch, but it eats up a lot of Shadow-Power while it's active. So unless it's absolutely necessary, you should keep this item in inventory until its use is required. Behind all the Flambeau

ANECDOTE FROM ACCLAIM STUDIOS TEESIDE
The Playrooms background audio is a weird remix of "Brahms's Lullaby".

TIPS FROM THE SHADOWMASTERS
PLAYROOMS — We can't stress strongly enough the importance of pulling the switch in the room with the prone True-Form. It makes getting the Violator a breeze, and may prevent a massive coronary or multiple homicide.

TEMPLE OF PROPHECY

TEMPLE OF PROPHECY



In order for Shadow Man to cross any of the Deadside areas consisting of molten pits, fiery pools or lakes filled with lava, he must first procure the voodoo-enhancement known as the Gad Marcher. The Gad Marcher allows Shadow Man to walk over any fiery surface, which is a much better option than sizzling to a crisp. In order to find the Gad Marcher, Shadow Man must return to the Prophecy Chamber, where the huge spiraling walkway lies. Drop to the bottom and head through the door at the bottom. Once there, go to the room where you previously found La Soleil. In the back of the room is a hole you must drop down through. Make your way through the small tunnel and look for the Level 6 Coffin Gate when you emerge. Crack open the gate.

When you come to the next room, you'll be in an area filled (for the most part) with lava. Follow the path to the left. Here you'll encounter two options: a series of platforms that leads to three Coffin Gates (Levels 7, 8 and 9) and a tunnel that leads to the room where you opened the Level 6 Coffin Gate. The second option is to take the skin bridge to the left. Be a good soldier and take the skin bridge.

On the other side of the bridge are two initial routes: a Level 7 Coffin Gate (currently inaccessible) and an open path to the right. Take the path to the right and you'll have reached the Temple of Prophecy (Marcher). The

beginning of the Temple of Prophecy looks like a large ceremonial area. There is a strange symbol embedded into the ground where you first appear, which in turn leads to a long tunnel leading down. Once inside the tunnel, make a left through the eye-gate. On the other side is a Sister sleeping on your left, and one to the right as well (no rest for the wicked!). Blast these wenches to kingdom come and take the path



into the room with the large pillars. Be warned, though, another flock of Sisters wake from their slumbers here, so prepare to deal with them.

Once you're done with the girls, head through the two eye-gates (being careful of the fire-masks). To the right is another eye-gate, while ahead of you is a large statue. To the left of the statue (near the sleeping Sister) is a switch. Press the switch and the Sisters will come to life. Blast 'em good, honey! After you've dispatched the Sisters, you'll notice that the large stone slab in front of the statue has now turned into a Bloodfall. Climb it for a Govi surprise up top! On the right side of the statue is a "door" that needs to be opened via the Rada Drum on the ledge above the entrance. You may not be able to do that now if you haven't found the Marteau ... but make a special note of all the drum locations. Eventually you'll be able to play those drums and



open doors with the help of the Marteau, so don't despair. Now head through the second eye-gate.

OBTAINING THE SECOND GAD: MARCHER

You'll come out into a room that is extremely similar to the Gad room from the Temple of Fire. Navigate the tiny walkways, ducking and avoiding the fire-masks' spew. Head through the eye-gate on the other side of the room, and watch your step as you confront your next task. You'll see a spinning rod, which (if you're lucky enough to jump up and grab it) will bring you to the other side of the room. Drop down on to the platform on the



other side and leap to the next eye-gate. Keep going until you reach the next "sickle swinger", being mindful of the fire-mask which threatens you on the other side. Hurdle the last couple of jumps, and travel through the next set of eye-gates. In this room are a few



things. 1) A large statue, 2) a Rada Drum to your right, 3) an eye-gate even farther to your right, 4) a couple of Sisters slumbering, and 5) a number of vases to bust open.

Drop down to your right and you should find a switch in the wall. This will launch a handy-dandy cable-rope across the ceiling. Go grabbeth the Govi that sits in the statue's lap and watch out for the last two Sisters that wake up. Now head through the second eye-gate. Here things get even more labyrinthine. You could go

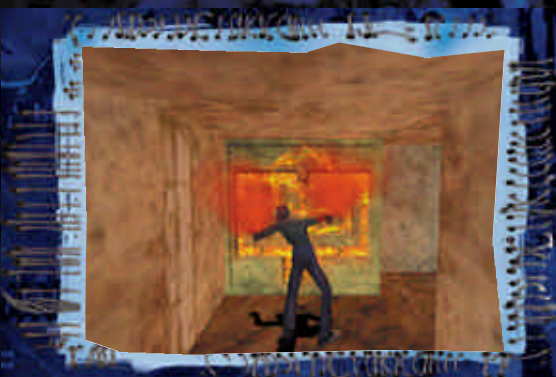


through the fire-door in the hut to your right ... or you could go up the ramp, break open the vases, and jump to the eye-gate on the far side of the room. Go through the fire-door for now. When you enter this room, to the left is

OBTAINING GAD MARCHER

OBTAINING GAD MARCHER

another fire-door that will eventually bring you to the same room, with a large swinging hammer. You follow? Good. Ignore that for now and look around. You'll be in a room with a Bloodfall, some Sisters and even more



switches. Press the switches one by one, watch the heads sink into the stone, and tackle the Sisters as they awaken. Next, climb up the Bloodfall at the far end of the room. Once again, head through the eye-gates, and shoot through to the next room. Keeping track? Excellent. Rocket past the rotating fire-mask, and slip past the next eye-gate. In this room you'll see a



large rod balanced by a weight on one end. Hit the switch on the bottom of its base, forcing it to turn to another switch that you'll have to climb across to. Press that switch and the large stone face on the other side will drop. Hit the switches at the bottom of the base to swing the "boom" around again and head inside. The "boom" also swings over to a ledge that leads to the original room you started from.

Head back through the eye-door you entered from and make your way to the room with the swinging hammer you saw earlier. You'll see a Govi in a cage you can't quite reach yet.

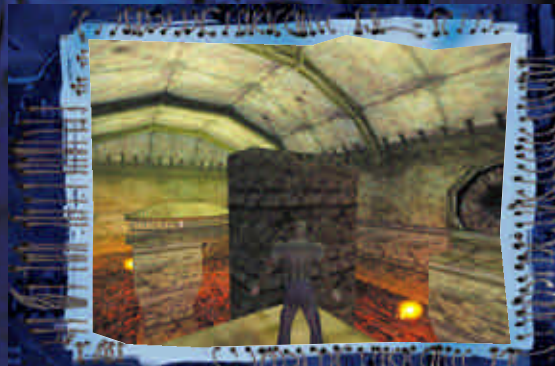


Instead, go through the eye-gate on the far end of the ledge you emerge on. Here you'll find yet another room filled with switches, sisters, stone heads and more. Since you know the drill by now, gather up all the goods, which will result in a pile of cranky Sisters and another Govi to add to your collection. Now look for the eye-gate in the upper right-hand corner of the room. On the

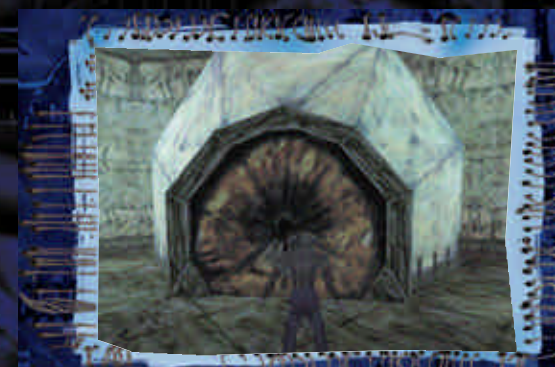


other side is a vast, lava-filled room for you to navigate. You'll need to jump to the ascending/descending platform, which will grant you access to the eye-gate on the other side.

The room you enter is a mini-maze filled with blood-doors that can only be opened with the Flambeau. At one point in the maze is a spot where you can jump up and reach the upper part



of the maze and another eye-gate. Head through the eye-gate, down the connecting ramp, and into the next room. To the right is a skin-hut, which leads to another structure just like it. The only problem is, there's a large lava-moat in between the two. Make a running jump from the ledge and zip through the skin-hut on the other side. Run straight into the temple facing you



and all this crazy maze-ery will have been worth it when you receive the Gad Marcher. Emblazoned with a new tattoo on your back, you now have the ability to walk on any fiery surface. Be careful, though, because you won't be able to swim beneath it. So watch

out for the brighter (and deeper!) pools of fire that you will sink into. It's especially important that you keep this



in mind when you vault across the golden pool of fire at the rear of the room, behind the Marcher Temple, which brings you into the room with the caged Govi. Run up the ramp to the top of the platform, where you will see a lever in the wall. Jump and grab the lever, and after it sinks completely, you will have exactly enough time to drop to the lava, and run back up to obtain the Govi.

Now head back to the room you entered just before finding the first skin-hut. Climb up the Bloodfall ahead



of you and grab the Govi. The tunnel behind it leads into the room you first encountered when arriving in the Temple (as does the tunnel underneath the platform where you entered this room!). But instead, turn your attention to the eye-gate on the left.

Inside this room is a gaggle of Sisters, a swinging mallet, and a series of small ledges that jut from the angled slope. Don't worry about the slope for now, but concentrate on getting through the eye-gate on the far side of this room. Easy, huh? Guess again! Another room with switches, drums, vases, some Sisters and a huge statue of Shadow Man awaits you! There's another eye-gate to the left, but run up the ascending platforms and trigger the switches instead. Jump into the ever-opening arms of "Big Mama Nettie" and grab the Govi. Head through the eye-gate on the left and you'll find yourself face-to-face with another pair of swinging sickles.



"Dig the apparatus, Daddy-O!" Avoid the swinging mallets and blast through the next eye-gate. You'll have come full circle and re-emerge in the room with the ascending/descending pillar. Jump across to the roof of the cage and through the next eye-gate. You can either run past the next sickle and spinning rod, or you can simply jump down to the floor and exit through the next eye-gate. At the far left corner of the room there will be another lever you should jump to, allowing your

weight to pull it down. There will be just enough time to run back around while the steps that pop out remain exposed long enough for you to snatch the Govi. Now go through the second eye-gate in the room.

Jump to the platform on your



right, pressing the switch to activate the cable. Then jump across to the platform on the left side of the room. Next, jump to the platform that's further on to the right. From there, hop up and grab the ledge that will bring you to a small platform on the right side of the room. Jump from here to the next plank that leads to the exit. You're now back in the room you started from. Do yourself a favor and make sure you round up any loose odds and ends (i.e. Govi). There are five more Dark-Souls to obtain on this level. These will take you up to Shadow Level 7 and set you up well for Shadow Level 8.

Then head back to the places you've been and search around for any items set in the lava-filled areas that have eluded you up until now. More importantly, speed things up for yourself,



and warp back to the beginning of the level and backtrack to the Level 7 Coffin Gate.

What a level! Not only do you get the Gad Marcher, but you find a super-bonus Marteau, as well! With this, you can bang away to your hearts content on all those Rada Drums which have sat mute until now. The drums in this room will demonstrate exactly how the bone works. Unfortunately, it only leads you back to the room with the Coffin Gate. But ... there were all those drums in the Temple of Prophecy, weren't there? Be careful heading back in, though, because every Sister you wasted before is back with a vengeance!

IN THIS SECTION, YOU SHOULD HAVE:

- Went right around whole Temple, Collected 4 Dark-Souls
- Switched on Bloodfalls in "Nettie Idol" room, Collected 1 Dark-Soul there
- Went back to climb Bloodfall column, Collected 3 Dark-Souls
- Followed Temple around again to find and enter burning push block
- Collected 1 Dark-Soul beyond push block - Went up to Shadow Level 7 (51 Dark-Souls)
- Reached base of Gad Tower, Obtained the Gad Marcher
- Ran around burning lava on floor, Collected 2 Dark-Souls
- Collect 1 Dark-Soul accessible from lava
- Went back to paths of shadow, Opened Level 7 Coffin Gate, Obtained the Marteau
- Shadow Level 7, Total Dark Souls = 54, Poigne, Gad Toucher, Gad Marcher

ANECTDOTE FROM ACCLAIM STUDIOS TEESIDE

The four idols in the Temple of Prophecy (Marcher) represent the four major characters in the game: first you meet Nettie, then Mike (who you have to symbolically spear in the chest to reach the Govi — representing the L'Eclipser sequence), then Jaunty, then Shadow Man — the full cycle of the Prophecy, hence the name of the temple.

TIPS FROM THE SHADOWMASTERS

TEMPLE OF PROPHECY TEDDY BEAR POINT — At first, the Prophecy Chamber is where you'll start from when travelling the Paths of Shadow to the next level. But once you get the Teddy Bear Point outside the Temple of Prophecy, a new starting point will shorten your commute to the later levels considerably.

CLEAN UP PHASE 2

CLEANING UP DARK-SOULS, PHASE TWO

When you're finished in the Marcher Temple, re-explore the areas you've seen before but were unable to access due to lack of proper enhancements. Find as many Govi as you can, and look for the Cadeaux while you're at it. Many Dark-Souls will open up before you now:

Deadside: Temple of Life:
Two awaiting you here on the lava floor.

Deadside: Asylum Gateway:
Five in this area, including two to the left and right of the moat, but all located on the lava floor.

Deadside: Cageways:
Five more in the Cageways in the main chamber's lava floor.

Deadside: Temple of Fire:
Two located here on lava floor.

Deadside: Cathedral of Pain:
A sneaky one right below the Cathedral.

Deadside: Playrooms:
One Dark-Soul located in the "branding" room. Plus, the one you can access from the large True-Form you "freed" in the Playrooms. While this is a time-consuming measure, it's absolutely essential to your success later on in your travels as the challenges become greater with every step. By now you'll have been powered up to Shadow Level 8, which means it's time to search and discover the third and final piece of L'Eclipser — La Lame.

IN THIS SECTION, YOU SHOULD HAVE:
Collected 17 Dark-Souls on various levels
Went up to Shadow Level 8 (71 Dark-Souls)
Shadow Level 8, Total Dark Souls = 71, Poigne, Gad Toucher, Gad Marcher



OBTAINING L'ÉCLIPSER — LA LAME

FIRST ENCOUNTERED - SHADOW LEVEL 07 - MINIMUM 51 DARK-SOULS

Obtaining the third and final piece of L'Eclipser — La Lame — is actually one of the easier feats you'll perform. Anytime after you've reached Shadow Level 7, you'll want to return to the Paths of Shadow and open every single Level 7 Coffin Gate that you can. Behind one of them lies La Lame.

Now head back to Nettie on the Bayou Paradis level and get ready for the arcane ritual that will eclipse Liveside and prepare you for kicking more Shadow butt!

IN THIS SECTION, YOU SHOULD HAVE:
-Opened all Level 7 Coffin Gates, Found La Lame
-Went straight to visit Nettie Shadow Level 8, Total Dark Souls = 71, Poigne, Gad Toucher, Gad Marcher

OBTAINING LA LAME

ANECTDOTE FROM ACCLAIM STUDIOS TEESIDE

Looking top down on the Ziggurat that you have to raise in the Temple of Fire (Toucher) you can see that it resembles the symbol on the burning blocks that you have to push — two stylized hands cupping a flame.

BAYOU PARADIS ECLIPSE

LAVADUCTS

BAYOU PARADIS — ECLIPSING LIVESIDE

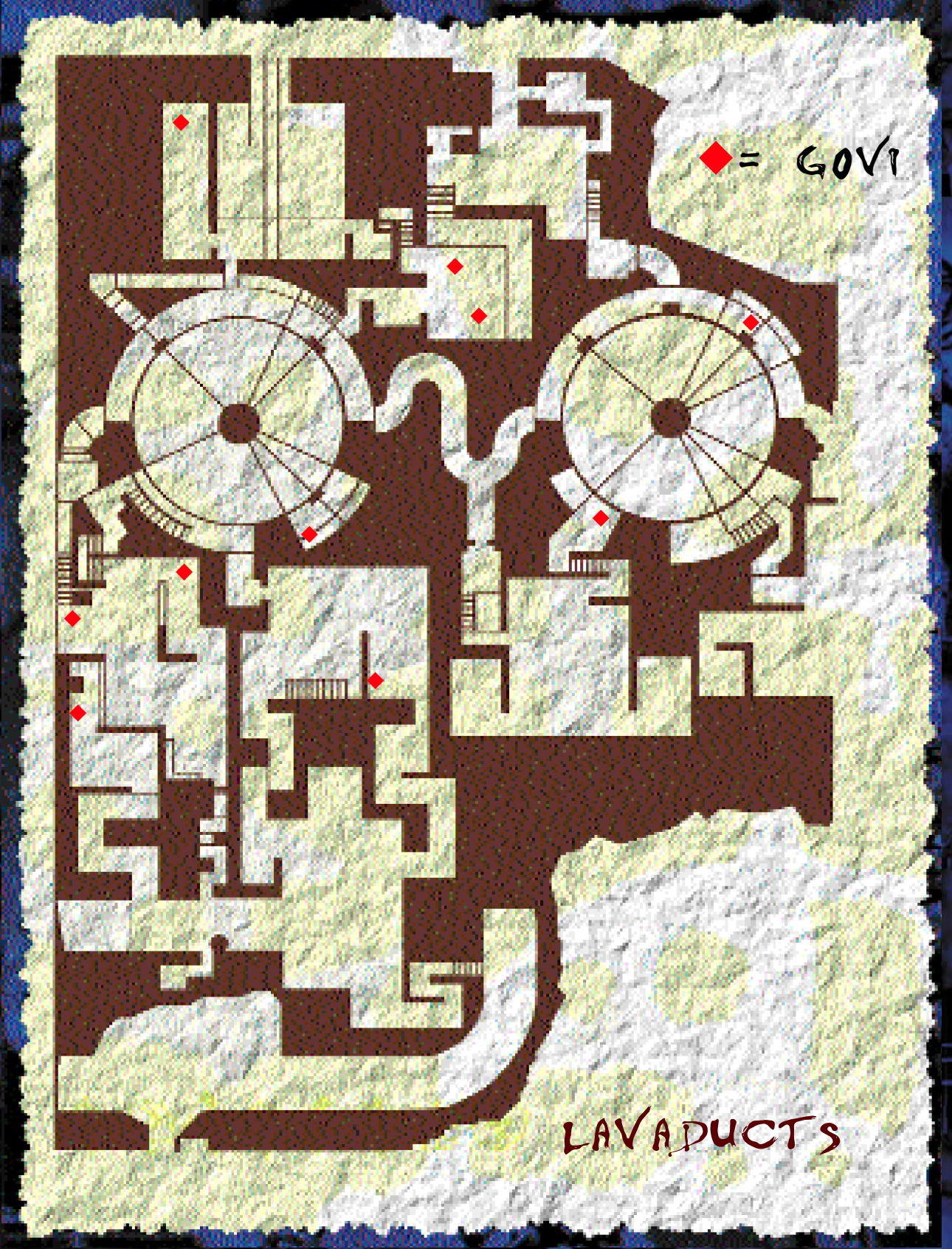
Any time after obtaining all three individual pieces of L'Eclipser — La Lune, La Soleil and La Lame — you may travel back to Louisiana Paradis to visit your Voodoo mistress, Nettie. Once you've shown Nettie the three pieces of the L'Eclipser, she'll perform a bizarre ritual which will eclipse Liveside and allow you to use your Voodoo powers there, as well. Take a step outside and you'll notice that all of the dogs have reverted to their "true-forms" — a phenomenon that will also apply to the Serial Killers soon enough.

But before you think about heading back to the Cathedral of Pain, you'll want to search around the swamp for those seven Govi that have eluded you thus far. Make your search a good one if you don't feel like returning later, partner. And remember, don't let those doggies scare you away ... no matter how vicious they might seem.



IN THIS SECTION, YOU SHOULD HAVE:
 -Witnessed Nettie performs L'Eclipser ritual,
 -Eclipsed Liveside
 -Collected 7 Dark-Souls

FIRST ENCOUNTERED - SHADOW LEVEL 07 - MINIMUM 51 DARK-SOULS



LAVADUCTS

LAVADUCTS

When you're satisfied with your progress, return to the Prophecy Chamber. Head to the large spiraling walkway, and head through the door at the bottom. Keep going, until you get to the lava-filled area, with the Level 4 and Level 7 Coffin Gates. Use your magnified powers to break open the Level 7 Coffin Gate. You'll find yourself back at that spot with the Level 7, 8 and 9 Coffin Gates. Open the Level 7 Coffin Gate.



This will lead you to another skin-bridge in the Paths of Shadow. Take the skin-bridge to the next area. This new locality stares back at you with large, grand columns, which you will inevitably mount, via the indented crevices at the back of the cave. Climb up to the top. You'll see a lava-duct flowing to the path to the left. Two snipers will vie for your attention at the end of the tunnel. Teach them a lesson and head up the path to the left.



When you enter this funky new area, you'll first notice a pair of moving platforms. Don't fret about dropping on to

the hot coals below (since the Gad Marcher protects you from their fiery touch now), but be sure to execute your jumps properly or you'll simply be wasting time. Use the first platform to jump to the second, which will put you in range of the large structure in the middle of the room.



Gather the goods and take a look around. You can either jump from the top of the structure to a ledge on the far corner ... or you can drop back down to the coals and go either left or right. One thing to keep in mind is that all these different routes lead to the same area anyway, so its up to you to choose your path. The most beneficial path, however, is the path to the left of where you came in. There is a lock-box there that opens two unique-looking gates. One gate is a small space holding a few Cadeaux ... while the other is a path leads straight back to the level you're at right now ... the Lavaducts!




There are a total of five Govi to be found on this level at this point. Three can be found by the routine search



method, while the remaining two are obtainable by running around the lava floor.

Now return to the Paths of Shadow and enter the Level 8 Coffin Gate ... it's time to enter the final Gad Temple, the Temple of Blood.

IN THIS SECTION, YOU SHOULD HAVE:
 -Collected 3 Dark-Souls
 Ran around lava floor,
 -Collected 2 Dark-Souls
 Shadow Level 8,
 Total Dark Souls = 83,
 Poigne, Gad Toucher, Gad Marcher,
 Liveside Eclipsed

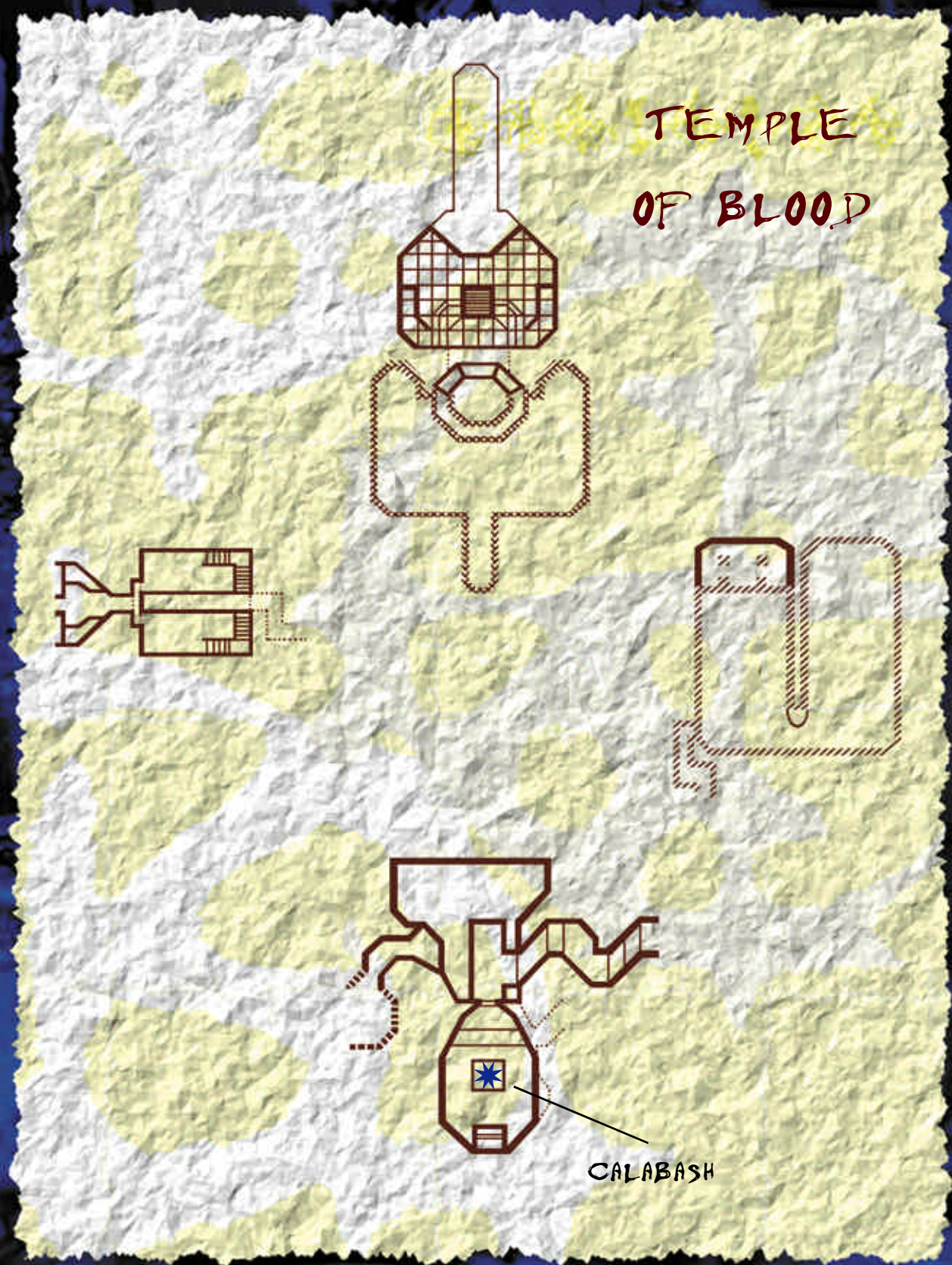
TIPS FROM THE SHADOWMASTER 

LAVADUCTS — The main confusion in the Lavaducts is that there are two nearly identical lava mixer rooms. Deja vu all over again!

FIRST ENCOUNTERED - SHADOW LEVEL 08 - MINIMUM 71 DARK-SOULS

TEMPLE OF BLOOD

TEMPLE OF BLOOD





When you get past the Level 8 Coffin Gate in the Prophecy Chamber, you'll come to an area filled with jutting stone platforms, a switch and a fire-door. Behind the fire-door hide some goodies and a dormant sister. Hitting the switch will lower a large stone-head, while simultaneously awakening a trio of Sisters. Once you've finished the Sisters off, head through the spot where the stone cranium lowered itself. Inside are vases filled with any items you might need. Next, look for the second switch to the right of the still-standing head.

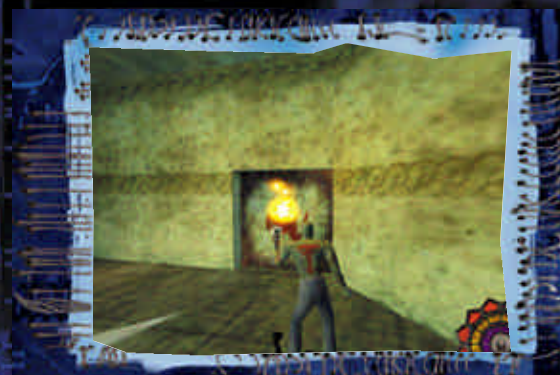


A few steps beyond that and you have now reached the Temple of Blood, where you will hunt for the final Gad piece: Nager. Gad Nager will allow you to swim beneath the surface of the lava, making Deadside and all its horrific wonders available to you. The Temple of Blood looks like some Aztec nightmare when you first arrive, despite its relatively bright appearance.

When you take a look below, one of the first things you'll notice is the funky diagonal platform-jump arrange-



ment they have installed here. Of course you'll want to snap up all the Cadeaux you see, but there are also two doors — one to the left and one to the right of where you first emerge. Be a rebel and go to the left first. Behind a spinning scythe are a couple Flambeau doors. Use the Flambeau to

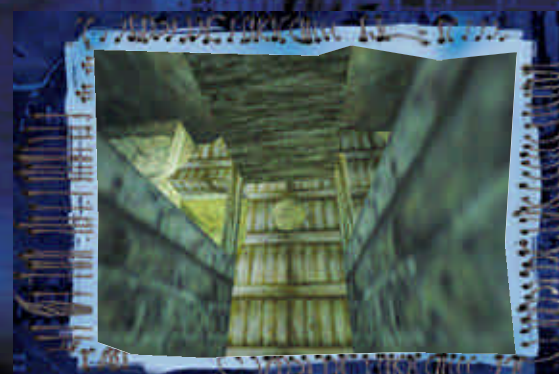


burn these open and head inside. Try not to worry about the half-dozen sleeping Sisters that hover in that crouched position. Keep on going until you see the drum just sitting there. Slap that skin and get ready for the Sisters' attack. After that, look for the next Flambeau door, behind which the second drum lies. Next, head back outside and hit the switches on either sides of the caged Govi. Two large



heads will drop again, allowing you to use the ledges (found near the two side entrances) to your advantage.

Take the ledge on the left side of the screen all the way to where the head was. Inside (naturally) will be a room filled with dormant Sisters just waiting for you to hit that switch. Hit the switch, bad boy! Watch in amazement as the wooden wheel at the other end of the room allows access to a different entrance with each turn. You know the drill. Search and destroy (while trying to get some goods in return). Turn the wheel to the 9 o'clock position and you'll gain access to a

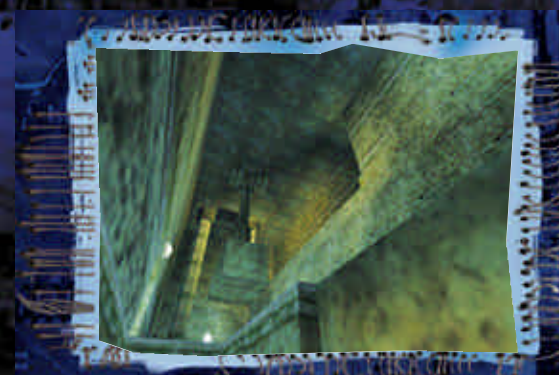


cubby-hole filled with Sisters. Drop into the room below and you'll see a few more Sisters looking for some action. Head down the door to the right. Although indiscreet, there's a stone block that you can push out of the way to gain deeper access into the Temple. To the right is the wooden-wheel. To the left is a switch. Ignore the switch for now and walk into the next room. Keep on moving and you'll eventually come to another switch. This one will activate a rope which will bring you across a small expanse to a Govi on the other side. Now head back to the switch and keep pressing it until you re-align the gap to let you back outside. Turn the entrance to the top to get some energy and Shadow-Power. Turn it once more to gain entrance to the right and run up the ramp. The Sisters will awaken soon, so



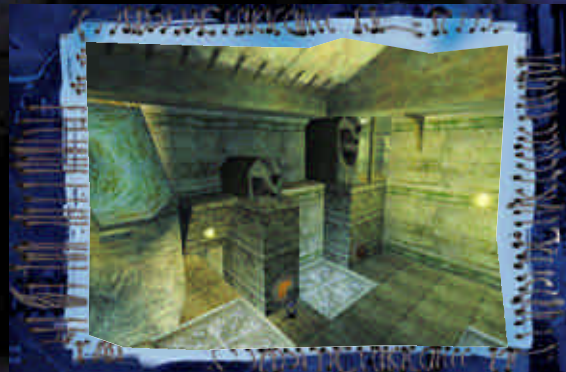
be quick on your feet in slaying these broads.

Once that's done, hit the switch on the wall and activate the Bloodfalls on all the stone monoliths you've passed before. Go back outside and turn the wheel again so you can run right up the middle with the wheel at the 6 o'clock position. Now go back outside and repeat the entry techniques on the other side of the area. On this side you'll be treated to a swinging-hammer/rising platform combination. Whichever way you choose to do it, get to the other side. The easiest way would be to climb up to the stable platforms on the right side of the room. At the end, near the sinking heads, is a door to the right. Follow



this path around until you find the switch at the end of the path. Hit the switch and watch as a hammer knocks a particular platform into place.

Jump down and investigate the path to the right of the newly-formed "bridge," if you want to go back into the main courtyard. Keep going down the bridge, making a left at the very end. Make note of all the inscribed Calabash plates you see on the ground. They will be important later. Look for the



switches to your left and press them. The heads will sink, allowing greater freedom in this labyrinthine Temple. Even better, you can now access the cave entrance the heads were blocking before. Go back outside and re-enter the Temple, but make your way to where the heads once were and go into the mouth of the cave entrance. You'll come to a Level 9 Coffin Gate, which you'll only be able to open if you've collected 95 Dark-Souls. Otherwise, torch the Flambeau door and grab the few items that are there. Keep going past the next Flambeau door. You'll eventually come to a dead-end that is covered by one of those inscribed stone tablets.



OBTAINING THE THIRD GAD: NAGER

For the time being, go back to the main room and continue to make your way around the obstacle course of moving heads and non-user-friendly lava pools. Get past the moving-heads and attempt the tricky jump to the next switch. Once past that (it may take a few tries), keep going until you reach the eye-gate.

Head through and on the other side you'll see lots of lava and an ominous set of spinning blades. Jump over to the platform by the blades and jump up and grab the ledge. Despite the spaces between the blades, you can shimmy across the gaps. Just be careful not to get hit by the blades as you pass. Drop when you reach the end and dart past the thrusting head.



Sisters and spikes await you on the other side, so step carefully. The eye-gate to the left brings you into a room with spinning blades. It's not a good idea to think about jumping from each blade-structure to get to the other end. Instead, continue on down the hall and press the switch, which will activate a cable that spans past the blades. It will also activate some Sisters, so be careful.



The next room you come to is filled with Sisters, an eye-gate, some walkable lava to the right and Bloodfalls. Run over to the lava, where you'll find a Govi. As you head back, you'll discover that there are additional paths leading from the lava. Apparently Deadside had some crafty architects, eh? Take the lava path to the next area for the time being. You'll come out into a lava-pool area with a switch behind you to press. There are more switches to press, which will result in the Nager mechanism being lowered incrementally.

Watch out for the heavy-duty Sister that awakens as you press the switches. Also keep in mind that these plat-



forms sink after you step on them ... so move quickly. After hitting all the switches, head up to gather your prize. You now have the Gad Nager, which will let you swim through the fiery depths of Deadside. Fear not to tread, LeRoi. You're almost ready for Deadside's greatest challenges. However, there's still a pile of stuff to find here, so head right back in, young man, and get searchin'. Three Govi await the intrepid explorer, as do numerous Cadeaux. When you're finished here, search the rest of Deadside, wherever there were lava-pools you were unable to enter before.

IN THIS SECTION, YOU SHOULD HAVE:

- Collected 1 easily-accessible Dark-Soul
- Collected 1 Dark-Soul atop Bloodfall
- Collected 1 Dark-Soul opposite entrance to Gad Nager room
- Entered the Gad room, Pushed switches, Obtained Gad Nager Dove into pools of lava, Collected 3 Dark-Souls
- Shadow Level 8,
- Total Dark Souls = 89,
- Poigne, Gad Toucher, Gad Marcher, Gad Nager, Liveside Eclipsed